

# Group 11

02.04.03 Story board

*Young Frankenstein*

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howl



Animation  
Thunder / flashing

Dialog:

sound: Waterwolf howling,  
thunder

Dialog:

1:22:50

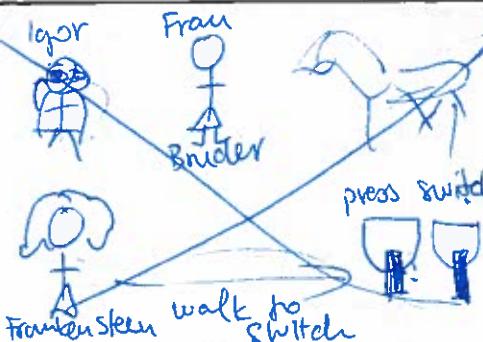
sound:

I beg you!  
For safety's  
sake don't humiliate  
him now!

You will  
never  
catch  
him now!

He's free!  
Do you  
hear?

② Interactive teaser

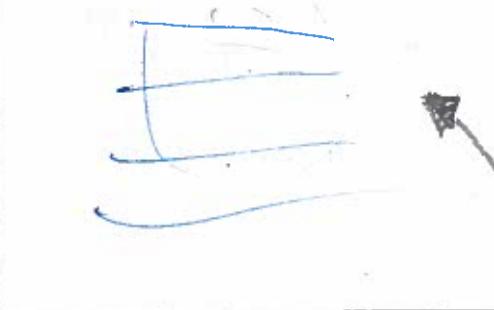


Igor - eye roll, hump moves  
Frau Brüder - holler whining

Dialog: Girl - link to video  
roll with me - video chip

Dr. Frankenstein → grab switch,  
sound: push light flash  
animation

③ Credit page

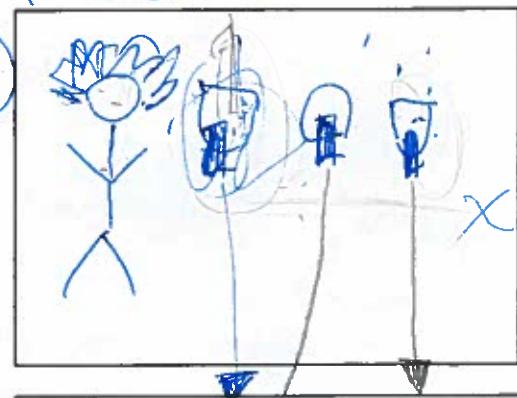


action:

Dialog:

sound: Violin

④



1:03:00

Start

action: Flashing, thunder  
creature on the table

Dialog:

thunder, electricity, explosion  
sound: creature says: mmm? sound:

Argh...?

action:

Dialog: audio 1:21

oh it's huge.

sound: Argh

1:04:00

Arggh, Don't humiliate  
him. Don't make  
him mad!

# Description of the main idea

## Young Frankenstein

### The Story

The main character is the Young Frankenstein. He is grandchild of the famous Dr. Frankenstein who had tried to bring dead people back to life. The young professor follows his grandfather's footsteps and continues to conduct his experiments.

The Creature is a dead person, dug up from his grave to whom the professor accidentally inserts an abnormal brain; consequently, the Creature is acting bizarre and wild.

The user is encouraged to help the young professor bring the dead Creature to life by switching on one electrical switch at the time. There are three switches in all to choose from.

When the user turns on the first switch the scene with the Creature laying on a bed appears. The Creature awakes. He sits up and farts and says: "Mmmm." .

When the user turns on the second switch a new scene with a stage appears. The audience is looking at the stage and the Creature dances happily. At one point his pants slide down and the lady from the audience shouts Oh my God. Wow! Then audience starts laughing, booing and throwing things on the stage. Professor warns the audience not to humiliate the Creature or make him mad.

The user only has one more choice which is the third switch. On pressing the third switch the Creature goes wild. He screams Argh and scales up, his head covering the whole screen, giving the appearance of attacking and running towards the user with his mouth open. The last screen we zoomed into the Creature's mouth where the user sees the credits.

The ending is surprising and leaves the user to question what comes next. It sparks an interest for the audience in wanting to know more; therefore, the user is encouraged to watch the movie.

### The mood/genre

Comedy, film noir.

### The message

Don't play with life and death.  
Don't judge someone by their appearance.

# NARRATIVE CURVE

## PRELUDE

One can notice the castle of the Frankenstein family and the background thunders. The main colors are black and blue which gives a dark and scary mood.

## PRESENTATION

The characters come out from behind the castle: the young Frankenstein, the creature and Igor. Igor's eye rolls out.

## IN DEPTH PRESENTATION

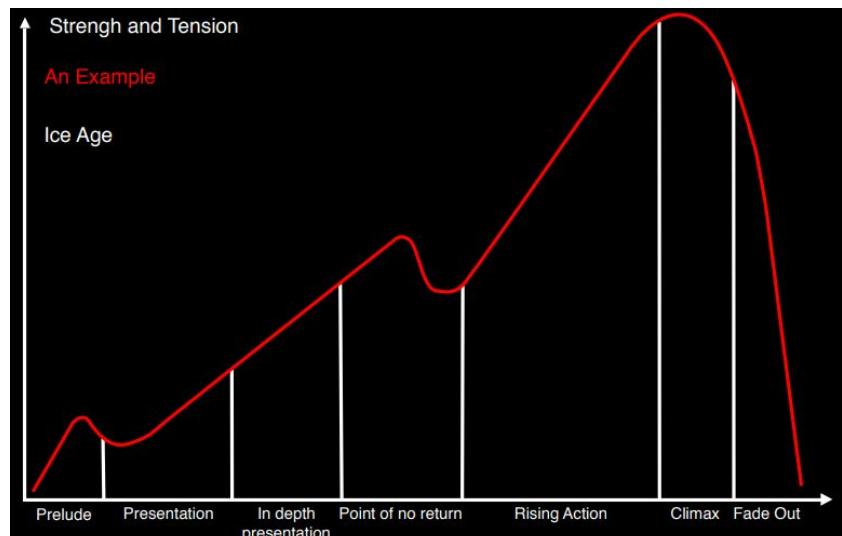
The young Frankenstein is going to switch the buttons which represents the possibilities of our interactive animation.

## POINT OF NO RETURN

When the first button is pressed, there is no return because it will trigger the awakening of the creature.

## RISING ACTION 1

The creature wakes up and farts.



## RISING ACTION 2

The second button is pressed. The scene is showing the creature dancing on the podium. The creature's dancing skills disappoints the audience because his pants fall down. They start throwing things at him.

## CLIMAX

The third button is pressed. The creature zooms in shouting "arrr".

## FADE OUT

The credit page comes out from inside the creature's mouth.

# Style tile

Inspirtation:



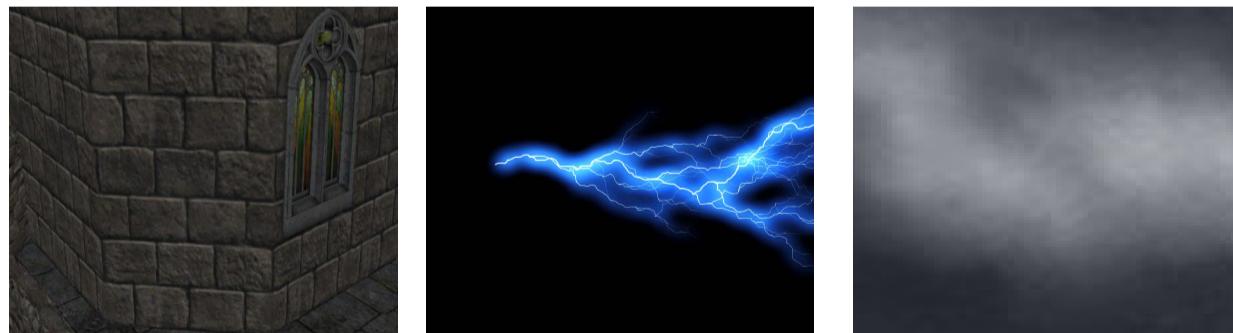
## Colour palette:

dominant colours are grey, black and white. Yellow and blue are used in orer to add some contrast and emphasize elements.



## Textures:

Are used to add mysterious, cold, enigmatic and a bit creepy feeling to scenes. Additional textures might be used in characters' design.



## Font family: Luminari/YOUNG FRANKENSTEIN

This type face combines the ornate Church hands with the simple Carolingian. Luminari exercises a slight tension between the round forms and the angular "gothic" styling.

**Contour line:** if there is one, it should be black.

**Shape:** natural, organic, defined shapes. Usually background and characters' shapes are contrasting, i.e. clouds, mist - are blurry and rounded, whereas castle has many sharp and pointed shapes.

**Characters:** defined as natural human beings, however they do have specific features, usually it refers to enlarged humans' characteristics as: hump, big eyes, big nose, big body, "big" hair.

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## Story Board

Young Frankenstein



## Intro Scene

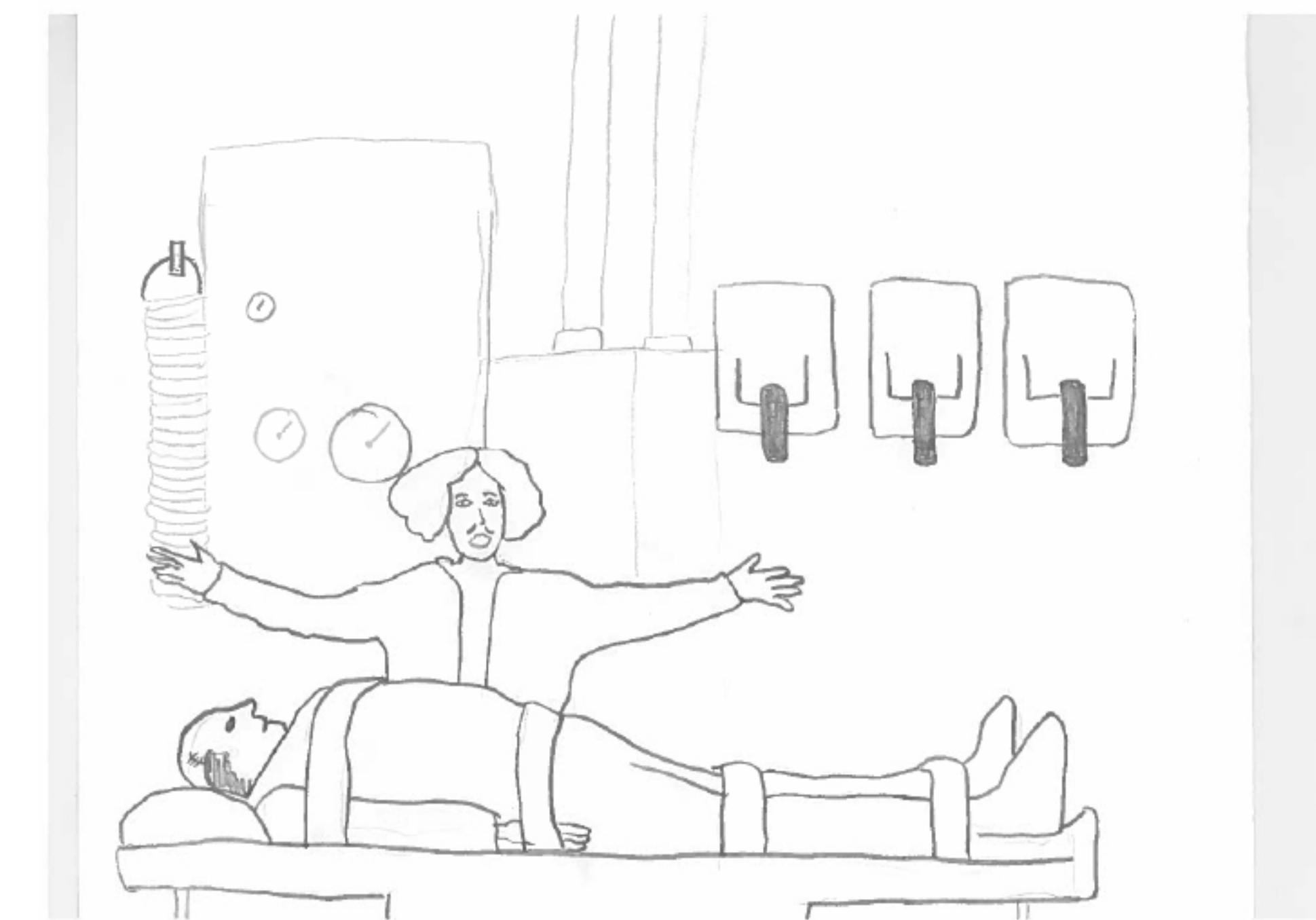
Intro Scene shows the castle from the movie. The main characters Dr. Frankenstein and Fransenstein Slide out from the castle. The character Igor appears at the bottom. He then increases in size as if the camera is zooming in. When he is fully zoomed in then his eyeball pops out and begins to roll to the next scene.

### Sounds

Bg sound-18:57 in the movie

Wolf howling-18:20 in the movie

Pop sound (eyeball) and a rolling marble sound.



## Interactive Scene

The Interactive Scene shows Dr. Frankenstein on the left in his laboratory with 3 switches. Each switch is interactive and the user has the choice to pull each switch leading to different scenarios.

1. The first switch leads to an animated scene of the Creature coming to life.
2. The second switch leads to the Create dancing
3. The third switch leads to the Creature being angry to eventually coming out of the screen.

### Sounds

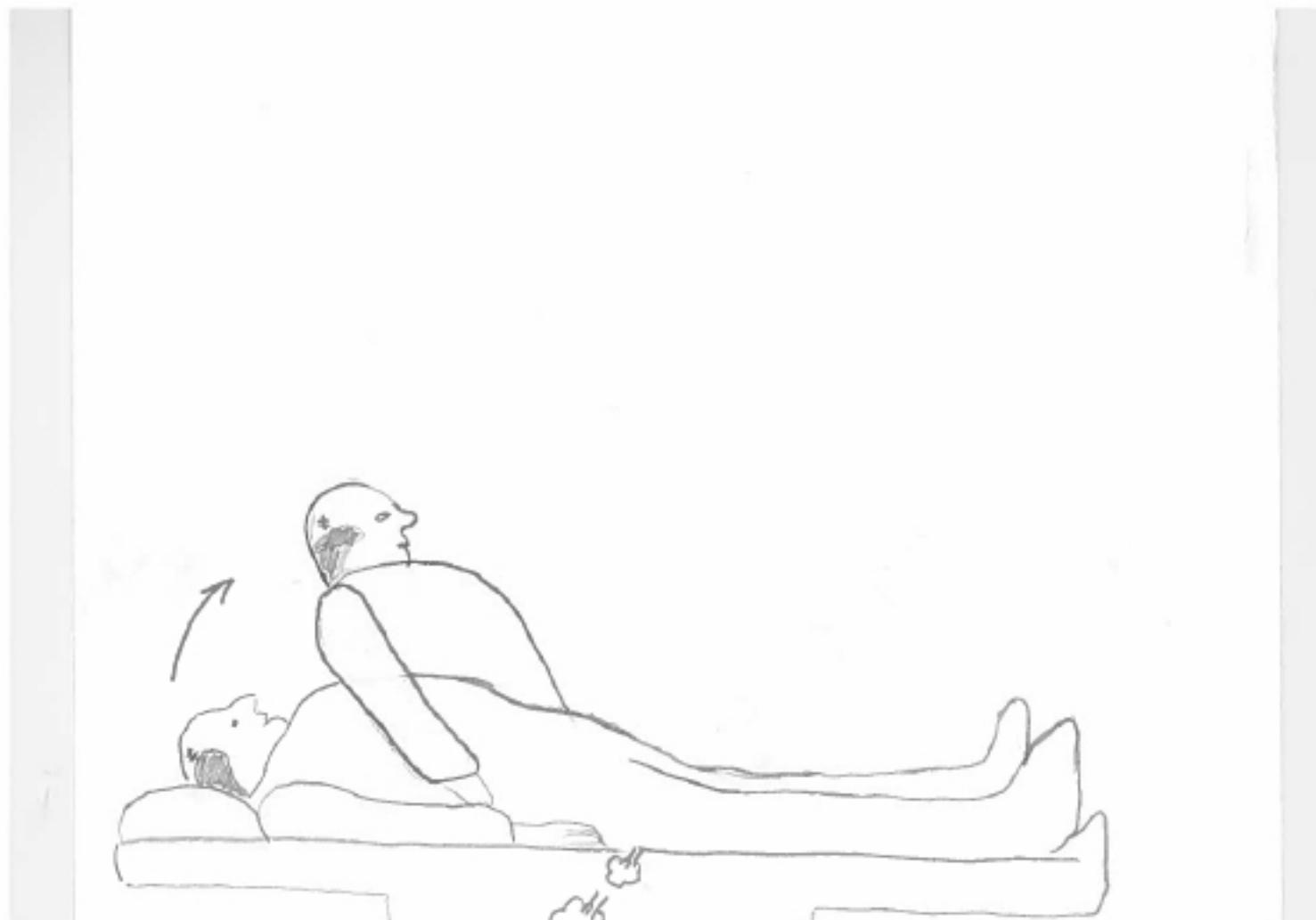
Electricity Crackling-30:50 in the movie

1. Throw the first switch-44:50 in the movie the sounds begin
2. Throw the second switch
3. Throw the third switch...not the third switch, Throw the switch

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## Switch 1 Animation

Switch one leads to the Creature waking up. The Creature begins to rise and as he gets to sitting position he farts and clouds appear. This adds humour to the scene.

### Sounds

He's hideous, he's beautiful and he's mine-41:30 (keep thunder)  
Fart Noise

## Switch 2 Animation

Switch two is the dancing scene where the Creature dances. The Creature dances, his pants drop and a lady says oh my god!! The audience boos and throws paper at the creature. The professor says... dont humilate him dont make him mad!

### Sounds

Music for the dance- Tap music 1:21.00 (5-20 seconds)  
1. Audience booing  
2. woop noise for pants drop  
3. Woman saying Oh my god-1:33.30  
4. Please, I beg you, for safety's sake, Don't humilate him - 1:22.30

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## Switch 3 Animation

Switch 3 is the scene where the monster goes crazy. He is angry. He is moaning and groaning and coming towards the camera. As he approaches the viewer the camera angle goes into his open mouth.

### Sounds

Agghhh 1:04.00

Youll never catch him now, he's free, do you hear freeeeeeee!! 1:03.00

# YOUNG FRANKENSTEIN

Masa Wu  
Ailish Kearns  
Marta Karolina Grzegowska  
Giedre Kavaliunaite  
Andreea Steriu

Inspired by Young Frankenstein film  
by Mel Brooks from 1974.

## Final Credits

The Creatures mouth reveals the font Young Frankenstein. the credits roll up showing the teams names

### Sounds

Violin music form teh begining of the movie

